

INTENSE

WARRIOR GAMES

HORSESHOES

- Players toss horseshoe to see who will go first - closest horseshoe to stake wins
- Tossing your horseshoe closest to the stake is worth one point. The priority goes to any horseshoe that actually touches (or leans) against the stake; if none of the horseshoes are actually touching then the closest is determined by distance. If by chance a competitor scores both of the closest horseshoes then he is awarded 2 points instead of the normal one.
- Ringers and closest horseshoes are calculated separately, so it's entirely possible for a player to score 3 points from a ringer on their first toss and an additional point for having the closest horseshoe on their second.
- As with many games, there is a twist called cancellations. Anytime both opponents land horseshoes that are equally close to the stake they cancel each other out – no score is given. The same holds true for ringers; if both parties score a ringer then no points are awarded for that particular ringer.
- First player to 15 will win the game
- For our Horseshoe Finals, game will be played to 21